EBTL-03

UPDATED MODULE FOR ANY DOCTOR WHO CAMPAIGN

Doctor Who Classics #3

MIRROR OF THE PAST

by Zepo

AN ADVENTURE MODULE FOR DOCTOR WHO ROLE PLAYING GAMES

The TARDIS lands and the players start to relive some of their past adventure experiences! No one is quite sure if the experiences are real or not. The players are involved in a game of life and death, but will they ever realize it?

FOR USE WITH THE DOCTOR WHO ROLE PLAYING GAME

An Earthbound TimeLords Doctor Who Role-Playing Adventure Module

EBTL-03

MIRROR OF THE PAST

A

DOCTOR WHO Role Playing Game

Adventure Module

Presented by

THE EARTHBOUND TIMELORDS

EBTL - Module #3

Written by Zepo

Written on 24 March 1999; PDF Update version (2nd Edition) written on 14 April 2009.

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ADVENTURE SUMMARY

The TARDIS lands and the players start to relive some of their past adventure experiences! No one is quite sure if the experiences are real or not. The players are involved in a game of life and death, but will they ever realize it?

HISTORY OF THE ADVENTURE

This game was developed in 1998 for the Earthbound TimeLords website for the enjoyment of Doctor Who role-players everywhere.

This adventure was originally designed to be run with a modified version of the *Doctor Who Role-Playing Game* designed by FASA. [Guy W. McLimore Jr. and Wm. John Wheeler, *The Doctor Who Role-Playing Game*, (Chicago: FASA, 1985)]. The original game used a scale of 1 to 7 for ratings of difficulty. I have changed most of the statistics here to a simple percentage for success (up to a [100% chance]) so that you may adapt these numbers to any role-playing game that you wish. In the spirit of this adventure the average person has about 40 hitpoints [40 H.P.] (aka. life points or structure points). Other objects have hitpoints relative to this (for instance a Dalek has [60 H.P.]). Any of the percentages given for the success of a skill can be modified by the Game Master to reflect their particular role-playing system, adventure party, characters or style of play.

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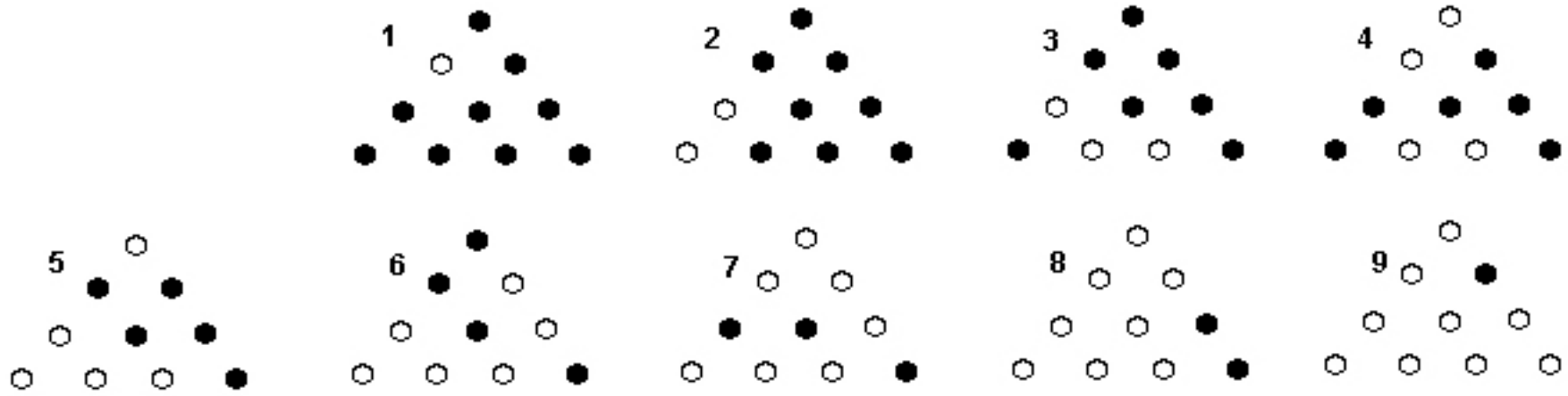
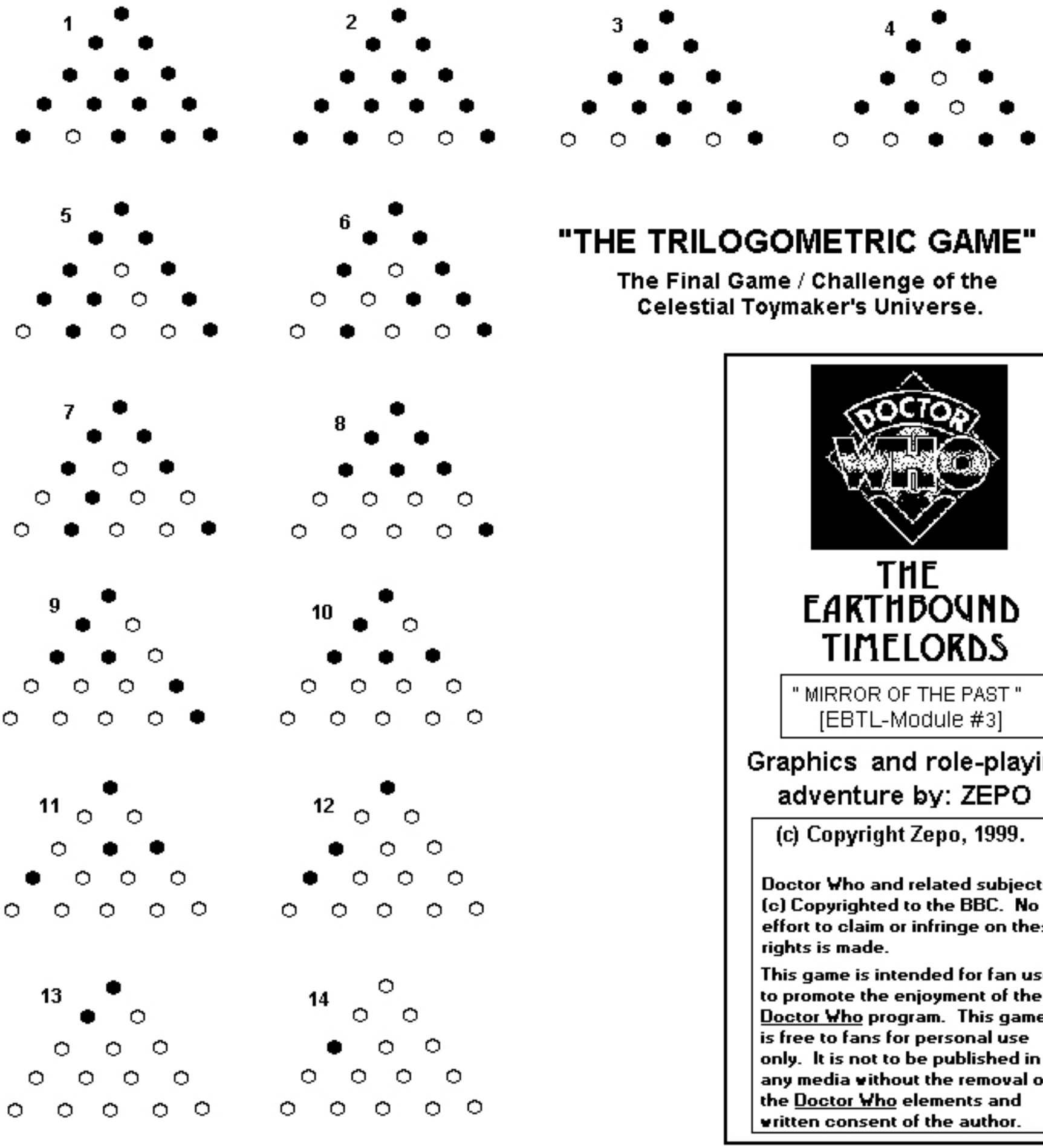
READ NO FARTHER IF YOU INTEND ON BEING A PLAYER IN THIS GAME--
THE FOLLOWING INFORMATION IS FOR GAME MASTERS/REFEREES ONLY !!!

* * * * *



(TOP) " THE TRILOGOMETRIC GAME" 10 Peg-Hole Version [10 minute time limit]

(BOTTOM) " THE TRILOGOMETRIC GAME" 15 Peg-Hole Version [30 minute time limit]



"THE TRILOGOMETRIC GAME"

The Final Game / Challenge of the Celestial Toymaker's Universe.

THE EARTHBOUND TIMELORDS

" MIRROR OF THE PAST "
[EBTL-Module #3]

Graphics and role-playing adventure by: ZEPO

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>> IMPORTANT <<:

Game Masters should read the ENTIRE module before running this adventure. The plot is explained, but only familiarity with all elements of the adventure will produce a successful game. Many things can be happening at once and only by reading the entire adventure beforehand will a Game Master be fully prepared.

GAME MASTER NOTE #1

This adventure can only be successfully run if the players have played in a few adventures together already and the Game Master and players have various memories and recollections of those adventures. Reliving and replaying parts of these past adventures is critical to making this a successful adventure.

GAME MASTER NOTE #2

The Game Master should remember that he or she may change any element of the adventure to suit their own role-playing party. Nothing in these rules is concrete. As long as the Game Master and the players play fairly and without any personal grudges, changes made to this adventure should not affect game play. Remember, this is ONLY A GAME, and everyone "wins" a well run and played adventure!

GAME MASTER NOTE #3 — SPECIAL EQUIPMENT

The Game Master should have a standard set of playing cards (without the Jokers) on hand for use in this adventure. The Game Master should also be sure to have five six-sided dice as well.

GAME MASTER (Referee) PLOT SUMMARY

The players are travelling through time when they land in the Universe of the Celestial Toymaker. The players exit the TARDIS and look into the memory window belonging to the Celestial Toymaker. This window allows the players to believe they are reliving their past adventures. In fact the players begin the adventure having no memory of actually leaving the TARDIS and seeing the memory window's screen. The illusion is real and deadly.

The players then start to experience slight differences in the illusion. Events do not unfold the way they originally did when they first experienced the events that are happening to them. Eventually the spell will be broken for one of the players who will then find themselves in a game within the Celestial Toymaker's universe. One by one the players are returned to their senses being faced with a game which they must overcome.

If all the players are successful, they will be freed from the Toymaker's universe. If any of them fail, the Toymaker will discover them in his universe and set them a challenge that will either let them go free or force them to become his playthings forever. Optimally the players should all win their games and leave before the Toymaker ever discovers their presence. Otherwise, the players should be prepared to challenge the Celestial Toymaker for their own lives. If this happens odds are at least one player will be "killed" becoming a doll in the Celestial Toyroom.

TIMELINE

The Celestial Toymaker's universe exists outside of normal space and time. The players will believe that the events that they are experiencing will be taking place in the same time that they were last at the same adventure.

GRAPHICS

There is one graphic that accompanies the adventure (two pages before this one). The graphic shows two different versions of the Trilogometric Game that the Game Master can use as the Celestial Toymaker's final challenge. The Game Master should choose the version of the Trilogometric Game that best suits the players who are playing in the game. For more info see the section entitled "ADVENTURE - PART 12: The Trilogometric Game."

MAPS

There are no maps that are specifically needed for this adventure. However, maps of previous adventures would help the play of this adventure a great deal when having the players relive past events.

-Adventure Area:

Each part of the adventure is divided into two sections. The first section, "DESCRIPTION," contains a description of the area that the Game Master can read to the players when they first arrive at the given location. The contents and situations occurring in the area may be different as the adventure continues (for example some of the non-player characters may have left the area that they are first described in and thus the description must be altered by the Game Master to fit the current situation). The second section, "GAME INFO," contains information about the given area or its inhabitants important to the Game Master for running the game.

ADVENTURE - PART 1: Familiar Landing

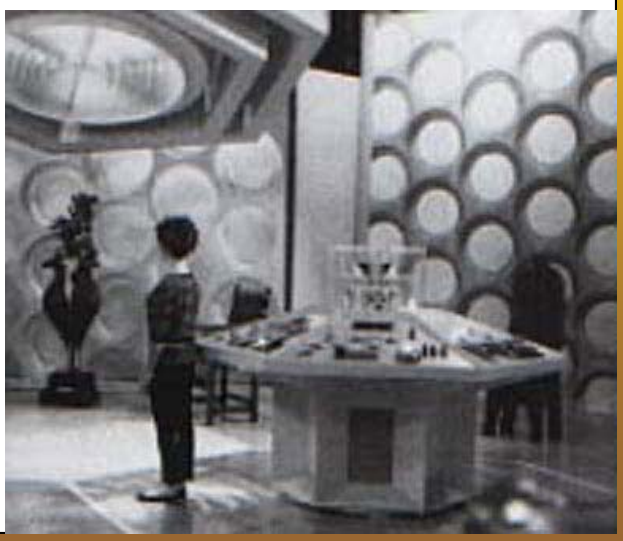
[DESCRIPTION]

The TARDIS is travelling in vortex when the console lights suddenly start to blink and the landing sequence begins. The time rotor stops moving up and down and the console readings report a familiar time and place.

[GAME INFO]

The TARDIS has been influenced by the universe of the Celestial Toymaker. The TARDIS is drawn to the landing point and there is only a [10% chance] that a player can pilot the TARDIS away from landing here if they want to avoid this adventure. Otherwise the TARDIS will materialize in the Celestial Toy aker's universe and the players will start to experience past adventures.

The TARDIS console will give readings that are similar to a past yet familiar adventure that the crew has taken part in. The scanner will also reveal a familiar setting. The Game Master should be advised that having old maps or diagrams



from previous adventures will enhance the enjoyment and realism of what appears to be a return to a previous adventure. The Game Master should encourage or lead the players to exit the craft and become involved in the previous adventure. Players have a [90% chance] of believing that they have returned to a previous adventure in another parallel universe and must relive and fix the adventure in this universe as well.

In reality, the TARDIS crew has already landed and as they looked at the view screen actually looked at the Toymaker's memory window. In turn the crew has exited the craft already and are standing outside the ship in the Toymaker's new universe staring at his window and reliving this portion of the adventure in their minds. Only once the players become involved in reliving their previous adventures should the Game Master give them an opportunity to break out of the memory window's influence. This is covered in the section titled "ADVENTURE - PART 3: A Big Difference."

ADVENTURE - PART 2: Reliving the Past

[DESCRIPTION]

As you exit the TARDIS you see a familiar sight in front of you. You have materialized at _____. Just as before, you see _____.

[GAME INFO]

The blanks in the above description are there so that the Game Master can describe a past and familiar location and event that the players have previously encountered. This should be played out as if the players are there living the experience. The players should run around their familiar surroundings following a path that it close to that of the familiar adventure. They should encounter previous Non-Player Characters (NPCs) and interact with them, discovering that the same situations and problems face these characters as when the crew was first here.

The players should play through a good portion of the previous adventure. Not just a moment of it, but a good period which will make them feel as if they are in the same adventure once again. The players should continue to make regular skill rolls and have the proper results applied to the situation. The idea here is to actually replay, not just relive, the former adventure.

This playing of the adventure should feel the same as the first encounter, not necessarily play out the same way. The NPCs act as if they have never seen or encountered the players before. The adventure should truly seem as it is being relived. As before, players have a [90% chance] to believe that they are in a parallel universe in which they must relive and solve the adventure for the sake of the people in this dimension. If players fail this roll, then they believe that they are at the actual location and time as before living the adventure for the first time.

In reality, the players are physically still standing in front of the Celestial Toymaker's memory window. They are collectively experiencing the adventure and events together in their minds.

Players who receive damage within the adventure that they are reliving in their minds will have that damage applied to their real physical bodies.

ADVENTURE - PART 3: A Big Difference

[DESCRIPTION]

Suddenly, _____ !!

[GAME INFO]

In the adventure that they players are reliving in their minds (unknown to them that it is not reality up to this

point), a sudden and unexpected change from their past experience should happen. For instance, an NPC who was significant and lived after the conclusion of their past encounter should be violently killed, or perhaps a piece of equipment needed to solve the adventure should be missing, or even a few combinations of both of these kinds of events. The players should suddenly find events to be different from the first time they lived them.

For each major change the players encounter there is a [5% chance cumulative] that a player will realize this is not the way the previous encounter happened and therefore this cannot be real, even in a parallel universe. So, for example, if there are 3 major changes from the player's previous experience of the adventure they seem to be reliving, then they have a [15% chance] to realize that it is not actually happening. The first player who makes their roll and suddenly realize that events should not be unfolding the way they are should be taken aside from the rest of the group and should move on in the adventure to the section titled "ADVENTURE - PART 4: From Fantasy to Reality."

Any other players who make the roll and successfully realize that they are not living a real adventure should also move through the events of the section titled "ADVENTURE - PART 4: From Fantasy to Reality" but should see only events in the Celestial Toyroom that have happened as they appear. For example, if the first player spends 15 minutes exploring the Celestial Toyroom and then a second player comes out of the trance, the second player has no idea what else happened except for what they then see the first player doing at the moment they come out of the trance.

Otherwise, players who fail to realize that the adventure is not actually happening will continue to live out the past adventure as they see fit. Players who are still reliving the past adventures in fact are still physically standing and facing the memory window with no knowledge that the experience is only in their mind.

Players who receive damage within the adventure that they are reliving in their minds will have that damage applied to their real physical bodies.

ADVENTURE - PART 4: From Fantasy to Reality

[DESCRIPTION]

There is a blur and the edges of your reality start to run together in a smear of colors. You feel a wind on your face and then alternating hot and cold temperatures on your skin that feel irritating. The universe in front of you seems to slowly melt away like a Salvador Dali painting until there are only streaks of color in front of your eyes. There is a blur and then a moment of darkness.

You find yourself standing in a white room in front of a mirror like window. Next to you are standing your fellow travelers. They are rigid and their open eyes seem to be glazed over in a state of waking unconsciousness. Other than you and your fellow travelers there is no one else in this odd room.

The room around you seem to be circular with corners. Something that you cannot quite make out in your logical mind. There are a number of different games and dolls scattered around the room. Two human sized dolls catch your eye, a female one dressed in an evening gown the other a male doll in a modern military uniform. You also notice an oversized deck of playing cards laying on a table where three other dolls are seated -- a ballerina, an astronaut and a cowboy. A set of five large six-sided dice sit in another area and a large three dimensional question mark that seems to float in the air and turn finishes your survey of the room.

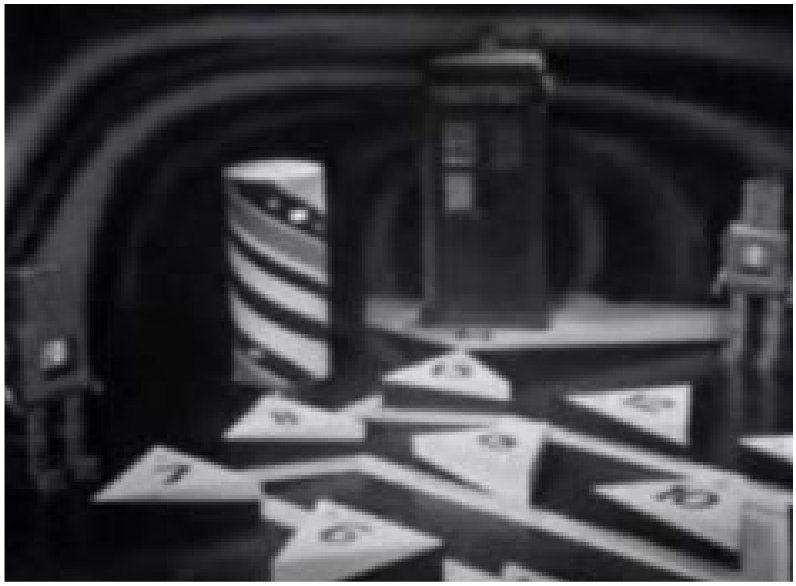
Behind you stands the TARDIS.

[GAME INFO]

The player has actually just come out of a state of hypnosis that was induced by the mirror-like memory window. The player now finds themselves in the Celestial Toyroom, the domain and creation of the Celestial Toymaker. Here there are many deadly games that will either free the various crew members of the TARDIS

or perhaps condemn them to a horrible eternal life as part of the Toymaker's games.

A player who tries to get his fellow players out of a trance will receive an electric shock for [4D6 Damage] if the players tries to touch another player (either with their own hand or an object). Interfering with the players will cause a significant event to happen in the other player's mind as they relive the past adventure (see section "ADVENTURE - PART 3: A Big Difference") giving them another major event occurring and an additional [5% chance cumulative] to realize that the events are not real.



If the player tries to open the TARDIS, they will find it locked (even if they have the key). This is a function of the Toymaker's willpower in creating the Toyroom. For someone to enter the TARDIS they must first take part in and successfully complete one of the four games in the room. If they do so successfully they will be able to enter the TARDIS.

If a player tries to enter the TARDIS and finds it locked a deep omnipotent voice will announce "TO FREE ONE'S SELF, ONE SHOULD TRY A GAME, NOT ONCE BUT THRICE, IT'S ALWAYS THE SAME. DOLLS, DICE, CARDS OR QUESTIONS. IN VICTORY ONE IS FREE TO GO, OTHERWISE JOIN THE TOYMAKER'S SHOW!"

If a player approaches the two Dolls to compete in their game go to the section entitled "ADVENTURE - PART 5: A Trip to the Dollhouse." If a player approaches the Dice go to the section entitled "ADVENTURE - PART 6: A Roll of the Dice." If a player approaches the dolls at the Card table go to the section entitled "ADVENTURE - PART 7: A Cut of the Cards." If a player approaches the Floating Question Mark go to the section entitled "ADVENTURE - PART 8: A Question Without an Answer."

If another player comes out of the perceived reality of the past adventure and finds themselves in the Celestial Toyroom, they will be able to observe all the events going on. Players will find that they cannot speak and can only communicate by hand signals! Players can touch one another without harm as long as one of them has not become involved in a game. If one player is involved in a game and another player tries to touch them, then they will both suffer a [4D6 damage] electric shock. Being involved in a game is considered as being the time when a player approaches a game and activates it's events. Once thus involved in a game the player can speak again but they cannot leave the area of the game unless they have played and either won or lost.

ADVENTURE - PART 5: A Trip to the Doll House

[DESCRIPTION]

You walk towards the two human sized dolls. One of the dolls is female and looks almost exactly like a Caucasian Barbie doll. The doll has human qualities and looks like a real person who is extremely beautiful without a single blemish or mark. Oddly though, her proportions are not close to human with an oversized bust and an overly thin waist. She is wearing a flashy off-white, light yellow, off-the-shoulder evening gown with many sequins. The second doll is male and looks like a human replica of the Caucasian Action Man G.I. Joe action figure, dressed in olive green military fatigues and sporting a stubbled beard. The two dolls suddenly

animate and come to life. Together they chime, "HELLO THERE. ARE YOU READY TO PLAY A GAME WITH US? The Barbie Doll continues in a slight Australian accent, "THE RULES ARE SIMPLE FOR WE FOLLOW THE PATH ON THE FLOOR." The soldier then adds, "THE FIRST TO REACH THE END ON AN EXACT THROW WINS.

[GAME INFO]

This game, called "Journey to the End," is quite simple and is as easy as it is described. The players must play a human board game with the two dolls. The first team (either one of the dolls or one of the players) to reach the end of the spaces on an exact throw wins.

The dolls that are here will interact with the players as the game is played. The players may ask the dolls questions and the dolls will answer truthfully but without emotion for the most part. If there is a mention made of a doll's family in its previous life, the doll's face will show no emotion, but a tear will run out of the eye and down the cheek of the doll. It should be quite a stunning and emotional moment as the players realize that the dolls are people that have been trapped by the Celestial Toymaker's games--and that this would also be the player's fate if they lose.

The dolls will reveal information about their lives that they had prior to their becoming dolls in the Toymaker's universe. Even though they have some of their own thoughts, they are completely controlled by the Toymaker and will try to win the game regardless of their own emotions inside their toy-like bodies. Information about the Doll's lives are given in the section entitled "NPC INFORMATION."

The dolls can be shot or destroyed and each has 60 H.P. however doing so, and thus taking them out of the game, is an automatic loss for the players. Likewise the G.I. Joe doll can return fire with his own pistol.

Any player who tries to leave the game or the area of the game before it's over will be electrically hocked from the floor for [4D6 damage] and find that they cannot leave because of a force field that holds them. The force field is impervious to manipulation including from characters who have a skill in force field systems.

If the player successfully wins the game they will hear a voice say, "CONGRATULATIONS FOR YOU HAVE WON, YOU MAY LEAVE NOW BUT THE GAME WAS FUN." The player will then find the TARDIS unlocked and can enter it if they wish to do so. If all the players successfully complete their games then move on to the section entitled "ADVENTURE - PART 9: A Chance to Slip Away." If the player loses the game, the player will hear a voice say "YOU HAVE LOST THE GAME AND NOW PREPARE, TO REMAIN IN THE TOYROOM IN DE-

SPAIR." The Celestial Toymaker himself will be warned of the event and when the Game Master feels that all of the events necessary have transpired (meaning all of the players have had a chance to try a game), the Game Master can move on to the section titled "ADVENTURE - PART 10: The Consequences of Failure."

THE GAME (#1): The game has a total of 20 squares. Roll a Six-Sided die (D6) and move that number of spaces. Only one player can be on a space at one time. If another player lands on an occupied space it sends the player already there back to the start. If there is anything written on a given space follow the instructions written on that space. [The Game Master should draw out the board for the players to aid them in the game] Both the Barbie doll and the G.I. Joe doll will play in this game against the player character or characters.

THE SPACES: The spaces can be laid out anyway the Game Master likes (ex. in a straight line, or in a wavy path, etc.) The following are the words and commands written on each space:

{Space #0} START
{Space #1} blank
{Space #2} blank
{Space #3} GO BACK 1 SPACE
{Space #4} blank
{Space #5} blank
{Space #6} GO FORWARD 2 SPACES
{Space #7} GO BACK 3 SPACES
{Space #8} blank
{Space #9} blank
{Space #10} GO BACK TO START
{Space #11} GO FORWARD 2 SPACES
{Space #12} GO BACK 3 SPACES
{Space #13} blank
{Space #14} GO FORWARD 2 SPACES
{Space #15} blank
{Space #16} blank
{Space #17} GO BACK 2 SPACES
{Space #18} blank
{Space #19} blank
{Space #20} THE WINNER

ADVENTURE - PART 6: A Cut of the Cards

[DESCRIPTION]

As you approach the table with the oversized cards, the three dolls come to life. The ballerina who is dressed in a white and pink tutu stands up and spins twice perfectly on her pointed foot before she says, "JOIN US IN A GAME OF CARDS, IT ISN'T REALLY HARD!" She then pulls the chair out for you to sit in.

The Astronaut who wears a white spacesuit and an astronaut's communications cap says in an Eastern European accent, "ALL YOU NEED TO DO IS DRAW, THE HIGHEST CARD ON THE TABLE THAT'S ALL." The cowboy tips his brown hat back and adds, "AFTER YA GETS YER CARD YA SEE IF IT'S A KING, IF IT IS FLIP IT OVER AND THEN WE ALL CAN BEGIN." The ballerina again hops to pointe and stretches her left leg directly behind her in a perfect arabesque. She then adds, "ACES ARE LOW AND KINGS ARE HIGH, IF YOU THINK

YOU'LL HAVE THE HIGHEST CARD--KEEP IT AND DON'T PASS IT ON BY." The astronaut adds, "BUT IF YOU WANT A BETTER CARD YOU CAN TRADE THE CARD WITH THE PERSON ON YOUR LEFT, UNLESS THEY HAVE A KING BECAUSE THEN THE CARD YOU HAVE MUST BE KEPT." The Cowboy kicks his booted feet onto the table causing his spurs to jangle and then finishes the rules to the game, "PLAY THEN CONTINUES RIGHT TO DA END, DA DEALER CAN TRADES WITH THE DECK INSTEAD."

The ballerina then jumps into the air in a set of vertical splits before landing in the fourth position one leg behind the other. She then adds, no longer rhyming, "EACH PLAYER GETS THREE COINS, WE PLAY UNTIL ONLY ONE PLAYER HAS AT LEAST ONE COIN LEFT AND THEN THAT PERSON WINS." She then takes her seat at the table and the card deck transforms into a normal sized deck of cards. The cowboy takes the deal, then to left around the table sits the ballerina, then the astronaut and then an open chair for you to take.

[GAME INFO]

If the player sits down at the table three coins appear in front of them and each of the three dolls.

This game is called "Toymaker's Trump." Only one player character can play at a time at the table. The player must play once they sit down. The Cowboy will deal through the length of the game and deals everyone including himself a card. Then the Game Master must play the cards for each of the characters starting first with the ballerina then the astronaut. Then the player may make their play. Followed by the Game Master once again making the play for the cowboy who is dealing.

The dolls that are here will interact with the players as the game is played. The players may ask the dolls questions and the dolls will answer truthfully but without emotion for the most part. Unlike some of the other dolls in the toyroom, the dolls at the card table will show no emotion what so ever.

The dolls will reveal information about their lives that they had prior to their becoming dolls in the Toymaker's universe. Even though they have some of their own thoughts, they are completely controlled by the Toymaker and will try to win the game regardless of their own emotions inside their toy -like bodies. Information about the Doll's lives are given in the section entitled "NPC INFORMATION."

The dolls can be shot or destroyed and each has 60 H.P. however doing so, and thus taking them out of the game, is an automatic loss for the players. Likewise the cowboy doll can return fire with his own pistol.

Any player who tries to leave the game or the area of the game before it's over will be electrically shocked from the floor for [4D6 damage] and find that they cannot leave because of a force field that holds them. The forcefield is impervious to manipulation including from characters who have a skill in force field systems.

If the player successfully wins the game they will hear a voice say, "CONGRATULATIONS FOR YOU HAVE WON, YOU MAY LEAVE NOW BUT THE GAME WAS FUN." The player will then find the TARDIS unlocked and can enter it if they wish to do so. If all the players successfully complete their games then move on to

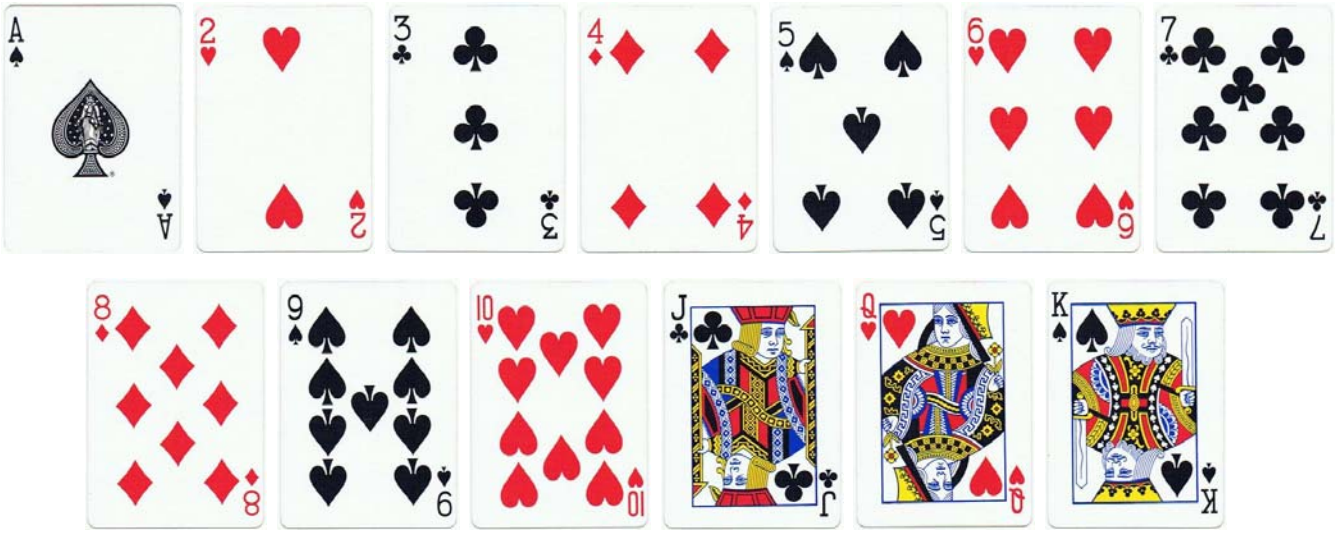
the section entitled "ADVENTURE - PART 9: A Chance to Slip Away."

If the player loses the game, the player will hear a voice say "YOU HAVE LOST THE GAME AND NOW PREPARE, TO REMAIN IN THE TOYROOM IN DESPAIR." The Celestial Toymaker himself will be warned of the event and when the Game Master feels that all of the events necessary have transpired (meaning all of the players have had a chance to try a game), the Game Master can move on to the section titled "ADVENTURE - PART 10: The Consequences of Failure."

THE GAME (#2): This game is played with an ordinary set of 52 playing cards (no jokers). Only one player character can play. In the game the Ace card is the lowest card and the King is the highest. Suits do not matter. Thus, the hierarchy of cards from lowest to highest is:

Ace, 2, 3, 4, 5, 6, 7, 8, 9, 10, Jack, Queen, King.

LOWEST



HIGHEST

Each player has three coins in front of them, and a player continues to play as long as there is at least one coin. A player is out when they have lost all their coins. A player loses a coin if they are the player with the lowest ranking card on the table for that deal. Deals continue until there is only one player who has a coin remaining.

The deck is shuffled and then each deal is played in the following manner. Every player is dealt a card. All players look at their cards [the Game Master plays for each of the NPCs], and should not let the other players know what value their card has. If their card is a King, this is considered the "Toymaker's Trump" and must be turned face up immediately. The King is the highest card and therefore that player will not have the lowest on that turn and will not lose a coin (unless all players have a King then they all lose a coin). Play then starts to the dealer's left. The first player may look at their card and decide either 1) that it is of a high enough value that they would like to keep it, believing that it will not be lowest card on the table

or 2) of too low a value and trade it with the unknown value card owned by the person to their left. If they switch cards they must keep that card, and there is nothing the player being switched with can do. Then it is the next player on the left's chance to do the same. However, if the card to a players left is a King, this is considered "Toymaker's Trump" and the player cannot trade cards for it and must keep the card that they then have. A player who holds a King is passed and then play continues to that players left again as before. Cards cannot be passed past a face up King. The last player at the table (usually the dealer) can trade the card they end up with in if they think it is of too low a value for the top card on the remaining deck. The lowest card on the table loses. If there is a tie for the lowest ranking card both players lose! A loser has one coin removed from in front of themselves.

If the cards run low they are reshuffled and play continues. The last player with any coins in front of them is the winner of the game.

Regardless of where the player is in the deal (it is best if there are NPCs to each side of them), it is recommended that the Game Master play the NPCs cards from left to right in the order that the non-player characters would look at the cards (and not look at all of the cards that the NPCs have, as a person would not trade if the next card is known to be lower). Thus the Game Master would play each NPC hand as that player would, looking at their card and determining if it is good enough, compared with the one that they may have been forced to trade. Likewise, if a player is forced to trade a card to the person before them, and they get a higher value card, that player announces “STAY” and keep the card they have rather than trading it forward to the next person (as they know they do not have the lowest card on the table). This maintains the strategy of the game, and also somewhat helps other players in determining if their card is a good card or not.

ADVENTURE - PART 7: A Roll of the Dice

[DESCRIPTION]

You walk toward the five large red six-sided dice that sit on the floor. As you approach them they animate and seem to spin. You hear an omnipotent voice declare, "THIS GAME IS SIMPLE, ITS EASE IS REAL NICE. OUT OF THREE GAMES, YOU MUST WIN TWICE. THREE OF A KIND IS A HUNDRED TIMES THE NUMBER, THIS IS A RULE THAT YOU SHOULD REMEMBER. ONES ARE A HUNDRED AND FIVES ARE FIFTY, THREE ONES ARE A THOUSAND AND THAT WOULD BE NIFTY. ROLL ALL FIVE DICE AND ADD UP THE SCORE, YOU MAY ROLL THEM ALL AGAIN IF YOU WANT MORE. IF YOU ROLL AGAIN YOUR PREVIOUS SCORE DISAPPEARS, IF YOU ROLL LESS DON'T LET ME SEE TEARS. IF YOU KEEP A SCORE THAN YOU MUST SAY 'STOP,' AND SO END YOUR CHANCES TO COME OUT ON TOP. THREE ROLLS ARE THE LIMIT AND THEN IT'S MY TURN, THE ROUND'S WINNER HAS THE HIGHEST SCORE EARNED. THOSE ARE THE RULES AND THAT'S HOW YOU SCORE, THIS GAME IS A CHALLENGE AND NOT A BORE."

[GAME INFO]

This game is called "Celestial Dice." The Game Master should speak the above instructions in a monotone and even pace. If ask the Game Master should repeat the instructions only one more time and then the in-

structions will not again be repeated. Remember that the other players cannot speak. The game's instructions are rather complicated when given in the manner above. The game however is a bit simpler than the instructions seem and the exact rules are given below in the section titled "THE GAME (#3)."

Simply explained, the player has three chances to roll the highest score they feel comfortable with (If a player likes their first roll, they must declare that they will keep that score by saying "STOP" and NOT roll again). After the player rolls and keep a score, the dice will animate and roll themselves in an attempt to get a higher score. The animated dice have the advantage because they know the players score and can try to use all three rolls to beat it being sure of the score they need to win. The highest score for that turn wins the round.

Any player who tries to leave the game or the area of the game before it's over will be electrically shocked from the floor for [4D6 damage] and find that they cannot leave because of a force field that holds them. The force field is impervious to manipulation including from characters who have a skill in force field systems.

If the player successfully wins two out of three games they will hear a voice say, "CONGRATULATIONS FOR YOU HAVE WON, YOU MAY LEAVE NOW BUT THE GAME WAS FUN." The player will then find the TARDIS unlocked and can enter it if they wish to do so. If all the players successfully complete their games then move on to the section entitled "ADVENTURE - PART 9: A Chance to Slip Away." If the player loses the game, the player will hear a voice say "YOU HAVE LOST THE GAME AND NOW PREPARE, TO REMAIN IN THE TOY-ROOM IN DESPAIR." The Celestial Toymaker himself will be warned of the event and when the Game Master feels that all of the events necessary have transpired (meaning all of the players have had a chance to try a game), the Game Master can move on to the section titled "ADVENTURE - PART 10: The Consequences of Failure."

The dice are animated due to the Toymaker's control of his own universe. Though the dice move themselves, they are not alive and have no intelligence on their own. The functional existence of their animation is purely part of the dimension and universe that the Toymaker has decided on, and the players cannot affect the order of the Toymaker's universe at least at this time.

THE GAME (#3): The players rolls all five dice and add up the points. If the player is happy with the score he lets the opponent take their turn (the dice will roll themselves once the player announces that they will keep that particular roll). If the player is unhappy with the score they may reroll all the dice, and can do so again a third time if unhappy with the score. However, the third roll is the last for that turn and if they take a third roll that result is automatically their final score. It is then the opposing players turn (the Toymaker's dice will roll themselves) with the exact same rules and three rolls to beat the player's score. The highest roll that turn wins the round. There are three rounds to the entire game. Players must win two of the three rounds to win the game and be set free.

SCORING: Any 3 dice that land the same number equals a hundred times that number (ex. three 4s face up equals 400 points), except for ones in which case it is a thousand times the value (ex. three 1s face up equals 1000 points).

Any single 1 that is face up is worth 100 points and gets added to the value of the other dice (except if there are three in which case they equal 1000 points, any 1 beyond three still counts as 100 points each). Any single 5 that is face up is worth 50 points and gets added to the value of the other dice (except if there are three in which case they equal 500 points, any 5 beyond three still counts as 50 points each). Any other number has no value unless three dice show the same number face up.

EXAMPLES: Here are a few dice combinations and the score that they would equal.

1, 1, 2, 2, 2 = 400 points

	1, 2, 3, 4, 5	=	150 points
	1, 1, 3, 5, 6	=	250 points
	2, 2, 5, 5, 5	=	500 points
	1, 3, 4, 4, 6	=	100 points
	1, 2, 2, 2, 4	=	300 points
	1, 1, 1, 1, 5	=	1150 points
	2, 2, 3, 6, 6	=	0 points
	5, 5, 5, 5, 5	=	600 points
	1, 2, 2, 4, 6	=	100 points
	2, 3, 4, 5, 6	=	50 points
	2, 4, 6, 6, 6	=	600 points
	3, 3, 3, 3, 3	=	300 points
	2, 3, 4, 4, 6	=	0 points
	1, 1, 1, 2, 6	=	1000 points
	1, 5, 6, 6, 6	=	750 points
	2, 2, 2, 2, 2	=	200 points
	2, 2, 2, 2, 5	=	250 points
	1, 2, 2, 2, 2	=	300 points
	2, 2, 2, 5, 5	=	300 points
	1, 2, 2, 2, 5	=	350 points

ADVENTURE - PART 8: A Question Without an Answer

[DESCRIPTION]

As you approach the floating silver question mark, it suddenly starts to shimmer in a rainbow of metallic colors. The colors shimmer and pulse as a calm voice seems to emanate from the question mark itself and announces to you confidently, "THE QUESTION IS NOT THE MARK OF INTELLIGENCE, THE ANSWER IS. I HAVE TWENTY DIFFERENT QUESTIONS AND YOU MUST PICK ONE BY NUMBER, THEN YOU MUST GIVE ME THE CORRECT ANSWER. ASK ME THE NUMBER AND I SHALL ASK YOU THE QUESTION. IF YOU ARE CORRECT YOU ARE FREE TO LEAVE. IF YOU ARE WRONG OR CANNOT GET THE ANSWER IN TWO MINUTES YOU WILL REMAIN IN THE TOYROOM FOR TWO MILLENNIA. WHICH QUESTION WOULD YOU LIKE?

[GAME INFO]

This game is called "Mindtrap." It simply requires that the player correctly answer the mindbender asked of them. For the list of questions look below to the section entitled "The Game." The play must use their own intellectual ability to solve the mindbender, a roll of the dice will not help the player gain better odds or an easier question. The player must pick a number between one and twenty and then answer the question correctly.

Any player who tries to leave the game or the area of the game before it's over will be electrically shocked from the floor for [4D6 damage] and find that they cannot leave because of a force field that holds them. The force field is impervious to manipulation including from characters who have a skill in force field systems.

If the player successfully answers the mindbender the question mark will turn black once again and answer the player, "You have answered correctly and are free to leave now. You are truly underrated among your peers." The player will then find the TARDIS unlocked and can enter it if they wish to do so. If all the players successfully complete their games then move on to the section entitled "ADVENTURE - PART 9: A Chance to Slip Away."

If the player answers the question incorrectly, the question mark will turn into a flaming exclamation point and the voice will announce, "As an inferior mind you will remain here as a servant of our master for the next two millennia and they you may try my game again." The Celestial Toymaker himself will be warned of the event and when the Game Master feels that all of the events necessary have transpired (meaning all of the players have had a chance to try a game), the Game Master can move on to the section titled "ADVENTURE - PART 10: The Consequences of Failure."

The question mark is animated due to the Toymaker's control of his own universe. Though the question mark seems to speak, it is not alive and has no intelligence of its own. The existence of the question mark is purely part of the dimension and universe that the Toymaker has decided on, and the players cannot affect the order of the Toymaker's universe at least at this time.

THE GAME (#4): The mindbender riddles are given below. It is the Game Master's discretion to whether or not a solution is acceptable or not -- though the Toymaker wants the answer that is the same as the one listed. Solutions are given in brackets after the question.

THE QUESTIONS: All twenty questions and answers are below.

1) Count Grendle of Tara gave his wife a bottomless container to put flesh and blood in. What did he give her?
[A Ring for her finger]

2) Cardinal Borusa of the Prydonian Academy was giving a lecture on 'The Life of the Aristocracy on 19th Century Earth.' "It was during a large festive gathering of nobility," began Borusa, "When a fairly common occurrence took place. The Queen suddenly attacked and killed the King. The crowd watched the entire scene and then casually continued their party. In what situation in 19th century England would a crowd be so casual about the Queen mercilessly killing the King?"
[They were watching a chess match.]

3) The spaceport's gymnasium was generally crowded at lunch hour, and part of the reason was that Quark the Ferengi, Picard the Human, Worf the Klingon and Stike the Sontaran always attended. Following the workout the four would regularly retire to the sauna. Quark would always count his Latinum, Picard would always read Shakespeare, Worf always brought a thermos of Romulan Ale, and Stike just talked about the next planet the mighty Sontaran battle fleet would subjugate. One day when they left the sauna they realized Stike had not come out. When they went back to check on him they found him with a deep stab wound to the back of his neck where the Sontarans have a vulnerable probic vent. The Doctor arrived in his TARDIS, searched the sauna and questioned the three witnesses but discovered nothing. Even the autopsy failed to reveal the murder weapon. Which of the three men killed Stike the Sontaran and how did they do it?
[Stike was murdered by Worf, who brought an ice dagger into the sauna in his thermos. After Worf stabbedStike the icicle melted removing the evidence.]

4) The nuclear material used to power ten hyperdrive cores for an Imperial Stardestroyer will yield one extra hyperdrive core. If you expended 1000 hyperdrive cores, how many extra cores could you make?
[111. You get 100 hyperdrive cores from the remainder of the original 1000, plus ten more from the remainder of the 100, plus one more from the remainder of the ten.]

5) What is one thing that all the intelligent minds, regardless of their religion or politics, agree is between heaven and Earth?
[The word "and."]

6) According to Rassilon, what occurs once in every minute, twice in every moment, yet never in a thousand years?
[The letter "M."]

7) On both Earth and on the planet Gauda Prime, what year did Christmas and New Years day fall in the same year?
[They fall in the same year every year.]

8) The Doctor volunteered to be the chief organizer for the Intergalactic Olympic tether ball championships. There were 657 contestants from around the Universe. The tournament was set up whereby the winner would advance and the loser would be eliminated. Since there was an odd number of participants, the initial pairing leaves the six armed player from Alpha Centauri out. That player gets a bye and automatically advances to the next round. How many matches will the Doctor have to schedule to determine the tether ball champion?

[656 matches will be needed. It may seem impossible to figure it out but in actuality you are trying to determine the number of matches needed to come up with 656 losers. Viewed in this light, of the 657 beings inthe tournament, everyone will eventually lose a match except for the champion.]

9) On the planet Telos, if you drop a steel ball weighing five pounds from a height of 45 inches, will it fall more rapidly through water at 20 degrees Fahrenheit or water at 40 degrees Fahrenheit. Or will it make no difference?

[40 degrees Fahrenheit. At 20 degrees Fahrenheit the water would be ice.]

10) Sabalom Glitz was called to take a group of passengers to the planet of Iceworld. The planet is normally an hour away but with the spacecraft traffic being extra heavy due to a singing performance by Mel, it took a full hour and a half. On the return trip the space traffic was still heavy and yet it took only 90 minutes. Why?

[There is no difference. An hour and a half is the same as 90 minutes.]

11) During a world fair many years before the Kaled-Thal War on the planet Skaro, the Kaled scientist Davros was exhibiting his advances in genetic engineering. There were cross-breeds of various bulls, cows, clams and other animals. Featured in the exhibit were several over-sized prize turkeys. One afternoon during the show, a Thal woman walked up to the exhibit, shot the turkeys and then ran out of the building. Although she was identified as a Thal by a number of the Kaled witnesses, nobody made any attempt to stop her. Why?

[The woman shot the turkeys with her camera. She was a journalist with a deadline.]

12) The Master's TARDIS, in the shape of a grandfather clock, chimes the appropriate number of times to indicate the hour, as well as chiming once at each quarter hour. If you were in the other room and heard the clock chime just once, what would be the longest period of time you would have to wait in order to be certain of the correct time? (NOTE: The clock is working properly and is set to the correct time)

[You would have to wait 90 minutes between 12:15 and 1:45. Once you had heard seven single chimes, you would know that the next chime would be two chimes for 2 o'clock.]

13) Brigadier Lethbridge-Stewart, Captain Yates, Sergeant Benton and Sergeant Zebregnev were swapping war stories. Benton told one about his uncle Sam who lost an arm during the First World War. "Uncle Sam met a General who was shocked that Sam had lost his arm, and yet had not received a medal for bravery. The General removed one of his own medals and pinned it on Sam's uniform. He then mentioned that had Sam lost both his arms, he would have received a commission. Hearing this, Sam withdrew his sword and with one swift stroke cut off his other arm. Shortly thereafter he was appointed Minister of Armaments." Brigadier Lethbridge-Stewart looked blankly at Benton and said, "You couldn't expect anyone to believe that yarn, could you?" Why not?

[If Sam had only one arm, it would have been impossible for him to cut off his other arm by himself.]

14) The Doctor was visiting Leela on Gallifrey, when an Arcalian Cardinal showed him a list of all the American Presidents in order. As the Doctor looked at the list he mentioned to the Cardinal that, of the first five American Presidents, (George Washington, John Adams, Thomas Jefferson, James Madison and James Monroe), three of them died on July 4th, America's Independence Day. The Cardinal looked at the list and said, "I bet that one of the three was James Monroe." The Doctor was surprised that the Cardinal knew this. Since the Cardinal had no knowledge of how or when James Monroe died, how could he have been so sure he was one of them?

[Since the Doctor stated 'three of the first five' American Presidents died on the fourth of July, the Cardinal knew the fifth must be one of the 'three' or else the Doctor would have said 'three of the first

four.' He knew the name of the fifth American President by reading it off the list.]

15) Assuming that you are paying, is it cheaper to take one friend to the movies twice, or two friends to the movies at the same time? (NOTE: It doesn't matter how much popcorn they eat!)
[It's cheaper to take two friends at the same time. In this case, you would only be buying three tickets, whereas if you take the same friend twice you are buying four tickets.]

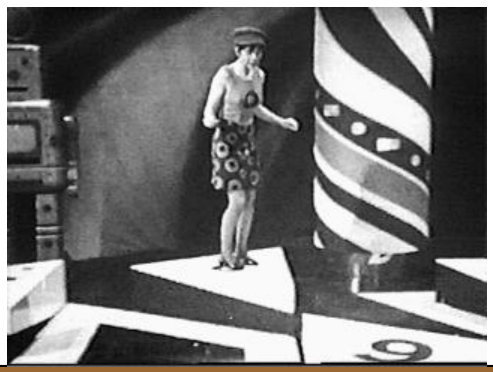
16) Many years ago on the planet Pentadelion IV, a band of explorers were embarking on a sea journey to the far North which would last for three weeks. During this time their staples would consist of crackers and dried meat. They couldn't cook aboard their ship for fear of fire and their race had not yet discovered advanced forms of meat preservation. When they arrived, they planned a celebration of roast zilga, an animal similar to a lamb. The problem they faced was keeping the zilga meat fresh for three weeks. If they tied a rope to the meat and trailed it in the cold water, predator fish would eat it. If they took ice and snow with them to keep the meat cool, the ice and snow would melt and the ship would fill with water. How could they keep the meat fresh until they arrived at their destination?
[Take a 'live' zilga.]

17) The Doctor was telling Leela about an object that the maker doesn't want, the buyer doesn't use, and the user doesn't see. What was the Doctor telling her about?
[A coffin.]

18) Professor Chronotis, who's getting on in years, is growing absent minded. On the way to a lecture in Cambridge one day, he went through a red light and turned down a one way street in the wrong direction. A policeman observed the entire scene but did nothing about it. How could Professor Chronotis get away with such behavior?
[He was on foot.]

19) Romana flew a hovercar into the Speedy Service Station on the planet Mallor Minor and pulled up to the pumps. "Fill it up please," said Romana. "This may sound strange," said the owner, "but I'd rather fill two cars from out of town than one car from this town." Romana looked across the small town and replied, "I know just what you mean." Why would the owner feel this way?
[The owner would rather fill two cars from anywhere than one car from town because he would make twice the amount of money.]

20) What is the product of the following series: (X-A)x(X-B)x(X-C)x(X-D)... (X-Z) ?
[Zero. Since one of the terms will be (X-X), which is zero, the entire product will result in an answer of zero. In algebraic law, the resulting product between the brackets is multiplied by the resulting product between the next set of brackets, and so on. The sums from A to W are irrelevant since at X, (X-X), the product will result in zero. Anything multiplied by zero results in an answer of zero.]



ADVENTURE - PART 9: A Chance to Slip Away

[DESCRIPTION]

You make your way to the TARDIS and as you approach it you find that you can quite easily enter it. If you wish it seems that you can retreat to its safety and try to leave this place.

[GAME INFO]

Players who have successfully beaten a game in the Toymaker's universe are in fact free to leave, and this is by far the best course of action for any group of adventurers who can all escape together to take. Players have a [50% chance] to figure this out if they are unsure of what to do. If they leave no one behind, the Celestial Toymaker will never even know of their entry into his universe. This is the end of the adventure if the players overcome the immediate dangers of the Toymaker's universe and they should feel quite happy to have escaped.

If the players decide to leave without one of their number, they in fact doom that character to death--forced to become one of the Toymaker's dolls without emotion and free will for the rest of that character's life. Players thinking about this option have a [50% chance] of realizing that they would be dooming another crew member to this fate. There is no escape to this fate if there is no TARDIS for them to leave the Toymaker's universe in. This fate should be final. Game Masters are strongly encouraged not to "save" any characters by having other TARDISes or Time Ship land in the Celestial Toyroom at a later time to allow trapped characters to escape. This destroys the gravity of the situation for the adventure's sake and also may be unfair to other players stuck in the Toymaker's universe. Plus, characters who are left behind are converted into one of the Toymaker's emotionless dolls and are no longer able to act as sentient beings with their own will.

If a player enters the TARDIS (and thus leaves the Toymaker's dimension for the safety of the TARDIS's own dimension) and then exits again, they must in fact once again play one of the Toymaker's games.

If a player does not enter the TARDIS after defeating one of the Toymaker's games, and the Toymaker appears, they may argue with any charges that the Toymaker brings to them. If they do not think of it on their own, characters have a [40% chance] to realize and say that they have already defeated one of his tests and that they are free to go. The Toymaker will acknowledge their success and let them leave. Therefore, if any of the characters must stay behind after losing one of the Toymaker's games, players who have already won and not yet returned to the TARDIS can assist them verbally in their game with the Toymaker (see "ADVENTURE - PART 11: A Game with the Toymaker"). The Toymaker, in the spirit of fair play, will let them leave. But if he thinks that they are assisting too much, the Toymaker will take their voices from them, causing the player to only be able to communicate with any other players using hand gestures and body movements (much like the game charades) to pass on information. This will last until they enter the TARDIS.

ADVENTURE - PART 10: The Consequences of Failure

[DESCRIPTION]

You hear a voice announce, "YOU HAVE LOST IN THE CONTEST, EVEN THOUGH YOU TRIED YOUR BEST. THE MASTER OF OUR WORLD IS WARNED, AND YOUR LOSS BY YOUR FRIENDS IS MOURNED. THIS BEAM WILL HOLD YOU IN YOUR PLACE, UNTIL YOU MEET THE TOYMAKER FACE TO FACE!" Then a yellow beam of light shines down on you and you find yourself completely immobilized. You are unable to move. The dolls from the various games approach you and observe you in the prison of light.

[GAME INFO]

The yellow beam immobilizes the player who can only slightly move to be comfortable in its area. Any other player who tries to enter the beam will receive an electric shock for [4D6 Damage].

A minute passes, and then (unless they are engaged in a game, the numerous dolls from the toyroom approach the player trapped in the yellow light and converse with them. Paula the Ballerina will approach and say "I feel sad that you are so trapped, to no longer be able to express myself through movement would be death." She then turns away and dances around the room. Joe the Soldier doll then adds, "You'll have to engage in a battle of wits with our master, the Toymaker! If you lose you will stay here as dolls like us forever!"

The player may ask the dolls for advice and the dolls will respond giving what they all believe to be proper advice. However, now that the Toymaker has been warned he is able to mentally communicate with the dolls. There is a [50% chance] that the Celestial Toymaker will intercept the thoughts of a doll and realize that a player is trying to get information about the game the player will have to play with the Toymaker. If the Toymaker does successfully intercept the dolls thoughts, he will replace the thoughts of the doll with his own misinformation which the doll will then tell the player. Below are four responses that each of the dolls can tell the player. The first two are true, and will be told to the player if the Toymaker does not intercept the thoughts. The second two are false and should be used if the Toymaker does in fact intercept the thoughts.

DOLL RESPONSES

1) When you play your contest against the Toymaker, do not include your TARDIS in the wager. The Toymaker wants to control it and would be able to use such a machine to escape his bind to this universe and could roam freely through the universe you know.
[TRUE]

2) The Toymaker will try to find a loophole in the rules that you have not discussed to change the environment of this universe and increase his chances of your losing.
[TRUE]

3) When wagering against the Toymaker he will want collateral to win. Using your spaceship as collateral is a good idea because he cannot enter it at all.
[FALSE-If the Toymaker wins the TARDIS it becomes part of his universe and then he can control it including entering and using it.]

4) The Toymaker will play completely fair and not affect the game at all once it starts.
[FALSE-The Toymaker will play within any agreed upon rules, but anything not agreed upon specifically before the game starts is open game for the Toymaker to change as the game continues. When another player character activates another game, or once the dolls are finished talking with you, or when the Toymaker arrives, the dolls will return to their own game areas.

Players should be given the opportunity to realize that the toymaker may be affecting the dolls if they give a false statement. The players have a [30% chance] of noticing that the dolls seem to be straining as they speak their advice, and may notice that how their lips move and the voice that comes from their mouth do not match. Players who notice this also have a [30% chance] to try to read the lips of the dolls (difficult as they are dolls and not people anymore). Players who successfully read the lips of a doll giving a false statement discover one of the truthful statements above rather than only hearing the false statement.

There are modifiers for the various dolls that increase the odds of being able to read the lips of the doll. Martin the Astronaut and Jerry the Cowboy are at the standard level, if reading the lips of Joe the soldier doll or Paula the Ballerina the odds improve an additional [10% chance]. If reading the lips of Barbie the fashion doll, the odds increase an additional [20% chance] (for a total of {50% chance] to succeed).

ADVENTURE - PART 11: A Game with the Toymaker

[DESCRIPTION]

There is a sudden guest of wind that blows across your face. Materializing out of thin air in the center of the room is a tall mandarin man wearing a blue bejeweled robe with yellow and red trim and a small Chinese cap in the same colors. He holds up both his hands and gestures around the room and announces, "I am the Celestial Toymaker, welcome to my Toyroom!" He then slowly glances over at the TARDIS and then over at the trapped crew member(s). Lifting his robed arm, he points to the ground and a golden throne slowly materializes there. The Toymaker takes a seat and then smiles. "Let us have a contest. If you win I shall let you go free. If you lose, you stay here to entertain me forever." Then the Toymaker seems to break into a laugh.

[GAME INFO]

The Toymaker is very adamant about having a contest with the players, and any arguing or debating about the player's futures is really out of the player's hands. They must compete against the Toymaker if they have already lost one of the games and are in turn trapped in a yellow light beam. Players who have already beaten a game are free to go, and the Toymaker will tell them so. "After all," he says, "I am a fair player."

Any players, including those who are free to leave, that first attack the Toymaker will be attacked in retaliation by him as he shoots an energy blast from his mind that appears as a bolt of lightning that shoots from his finger. The Toymaker has an [80% chance] to hit any of the players with this attack. The players, however, cannot harm the Toymaker but if they do [100 H.P.] of damage to him he will dematerialize and rematerialize fifteen minutes later a bit more angry.

The Toymaker will challenge any players to a game. He will try to get the players to include the TARDIS in the bet (see the rumors of the section entitled "ADVENTURE - PART 10: The Consequences of Failure") because winning the TARDIS would allow him to use it to leave his Toymaker Universe and escape to wreak havoc on the players normal universe. The players have a [25% chance] to realize that if the Toymaker gets that TARDIS it will endanger their entire universe as they knew it. Thus, the players should all be sure to challenge the Toymaker if there is a chance that one of them has gambled away the TARDIS in part of a deal (this includes players who may have previously beaten a game in the Toyroom - because if the TARDIS is lost by any of the players to the Toymaker, the players cannot leave with 'the Toymaker's TARDIS').

Of course if, one at a time, all the players lose the final challenge the Toymaker will have captured the players and turned them into dolls, thus having new playthings to keep him company. He will no longer have any interest in the TARDIS and return it to the normal universe without any passengers.

The Celestial Toymaker will tell the players that he is in charge of this universe and that they cannot leave until they face him in an all or nothing challenge for their freedom. This is in fact true as well. The players who have lost a previous game must face the Toymaker's challenge. It is their only means of escape. If the players do not consider it an option, the Toymaker will sit on his throne until the players simply agree to

his game.

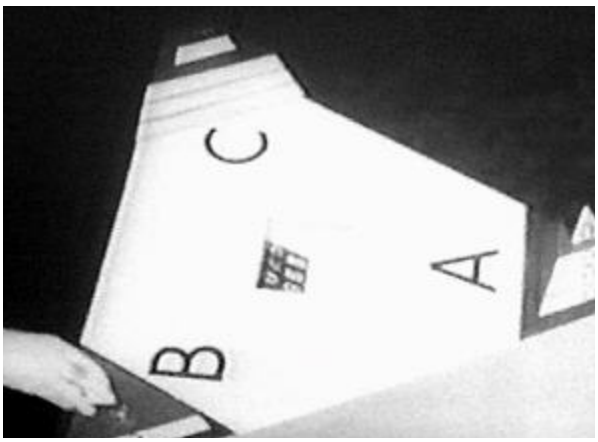
ADVENTURE - PART 12: The Trilogometric Game

[DESCRIPTION]

The Toymaker points to the area in front of you and a triangular pyramid-like tower appears. Each layered piece of the tower is labeled with a number from one to ten, with the letters A, B, and C labeled in each corner of the triangle. He smiles to himself and says out loud, "No, not the Trilogic Game. It once proved too easy." With a wave of his hand that game disappears into nothingness. The mandarin puts both of his hands inside the other's sleeves in front of his chest. Then he smiles again and declares, "You shall play the Trilogometric Game instead!"

In front of you the air seems to shimmer when a triangular board with a number of wooden pegs in it appears. The Toymaker smiles at you. "Remove only one peg from the board, it is your choice. Then you must jump a peg with another to remove the peg that has been jumped. Once you have made a move you cannot take it back. Only if there is a single peg left on the board will you have won and will I set you free, otherwise become a doll in my toy room forever!"

[GAME INFO]



The game the players are shown, but not given (the Trilogic Game—see picture on the right) is the game the Doctor was faced with in the televised episode “The Celestial Toymaker [BBC Serial Code—Y]. If the players are playing the Doctor and his companions, the Celestial Toymaker should taunt the Doctor saying that he “cheated to win that game” and that this time it won’t be so easy.

The new challenge is called the Trilogometric Game. The layout of the game and its solution are included in the GRAPHICS that are included with the adventure (near the beginning of this module booklet). There are two versions of the game included: a 10 peg-hole version and a more difficult 15 peg-hole version of the game. The Game Master must decide which game the players can handle when presenting them with the final game.

Optimally, the Game Master should provide a 3-D version of the game for the players. The game can be bought at some puzzle or toy stores. A simple version can be created by sticking pencils into a piece of styrofoam. The Trilogometric game can also easily be played with coins to simulate the pegs (be sure to have coins that are all the same and with the same side up, so as not to give the players any help). It is suggested when using coins, to draw circle to mark the peg holes. The Trilogometric Game is quite a challenge and the Game Master should realize that seeing the solution on the GRAPHICS page makes it seem quite simple, but for a player who cannot make even one wrong move, playing the game out in one's head before the first move is made is quite difficult.

The Game Master should have the Toymaker suddenly add a time limit to the game if the players seem to take too long. The Toymaker will pull out a large oversized alarm clock and have it count out the time for the players. The Game Master should simulate the pressure by announcing each minute that passes in the time limit.

The time limit is the way for the Toymaker to add pressure to the players as they play the Trilogometric Game. The time limit should be 10 minutes real time for the 10 peg-hole version of the game, or 30 minutes real time for the 15 peg-hole version of the game. [In play testing, the solution to the game usually took

quite a while, and could not be gauged easily. The Game Master should give the players about ten minutes of real time before having the Toymaker impose the time limit. Once the Game Master feels the players are getting near the solution they should tell have the Toymaker impose the time limit.

Another way that the Toymaker will add pressure to the players is by taunting them and distracting them as they try to think. This is completely acceptable, as this is the Toymaker's universe. He is in control of the situation not the players. If the player complains about this, have the Toymaker take away their voice.

If there is more than one player who must face the challenge of the Toymaker, start with the 10 peg-hole version of the game. If a player fails the next player has a [40% chance] to realize that they may raise the odds with the Toymaker's consent that if they solve the puzzle both players go free and so on. However, if the first player solves the 10 peg-hole Trilogometric Game the second must face the 15 peg-hole version. If there are more players than that and both previous players solve the Trilogometric Games, the Game Master must conceive of another game or challenge on their own.

If the players fail to solve the Toymaker's Trilogometric Game, continue at the section entitled "ADVENTURE - PART 13: Welcome on the Toyroom." If they are successful and able to beat the Trilogometric Game, continue in the section entitled "ADVENTURE - PART 14: Back Home in the Universe."

ADVENTURE - PART 13: Welcome to the Toyroom

[DESCRIPTION]

You can feel your skin start to tingle. As you look down you can see the natural wrinkles of your skin start to glaze over into a hard porcelain like shell. You can no longer move you body on your own. The Toymaker looks at you and laughs. "Doll," he commands, "join the others in my toy room." You find your body lose complete control and as you feel the rest of yourself becoming more rigid and doll-like you walk off towards the other dolls here. Your mind seems to drop into darkness, perhaps waking when other visitors might challenge you to a game. You are gone forever…

[GAME INFO]

The players who have lost are converted into dolls for the Toymaker's universe and cannot leave it. In effect the players are dead and must be retired. The Game Master should not under any circumstances save or rescue such a character because such divine intervention is not consistent with the scientific approach that the Doctor Who television show takes. An adventure such as one in "The Celestial Toymaker" [BBC Serial Code-Y] is unusual, but it is clear in the show that the consequences of being killed or caught in the Toymaker's universe is terminal and permanent.

Players who have won their own games are free to leave the Toyroom may do so without interference of the Celestial Toymaker. The Toymaker will only laugh at the players (once they have all competed against him and at least one has lost). If any of the players are angry at the Toymaker and try to attack him, they will find that it has no effect. The Toymaker will then disappear, not ever appearing again to the players unless it is in another adventure. Players who try to touch any player characters who have been converted into dolls will receive a [4d6 damage] electrical attack for [each turn] that they touch the ex-player doll.

Players who dematerialize in the TARDIS will find themselves returned to their own universe. The Game Master should be sure to give the players a feeling of loss at the end of the adventure if the players

lose any fellow crew members.

ADVENTURE - PART 14: Back Home in the Universe

[DESCRIPTION]

The Toymaker is stunned and announces to you, "You have won! I shall give you twenty seconds to leave here. Be gone or you will be destroyed with my universe." The blue robed figure seems to concentrate with all his might. As you head for the TARDIS the reality around you starts to seem to crystallize and reflect light in every direction.

[GAME INFO]

The players should enter the TARDIS and close the doors. Once they do so, the universe outside them explodes in a huge explosion with them at ground center. The TARDIS protects the players but there is a [70% chance] that they will be knocked off their feet. The players may then look at the scanner and find themselves once again in space with a star field of their original universe greeting their eyes.

Unlike his encounter with the Doctor in "The Celestial Toymaker" [BBC Serial Code-Y] the Toymaker will not try to capture the players in his universe by having them make the final move thus trapping them in his universe (in the original show the Doctor had to copy the Toymaker's voice in order to escape becoming part of his universe, dematerializing the TARDIS at the same moment). He will play fair, and if they beat the game will let them go. After all the Doctor is perhaps the smartest of all opponents the Toymaker ever faced--thus the Toymaker's stakes to win were higher, and he would have played less fair. If playing the Doctor and his companions, consider the Toymaker's fair play as a lesson he himself learned from his first encounter with the Doctor.

The Toymaker is immortal and even though the players won his universe is destroyed entirely. Being immortal the Toymaker will be forced to create a brand new universe and thus if the players ever meet him again the Celestial Toyroom will appear different with different dolls and games. It may be a bit sad, but by winning and destroying his universe, the dolls held captive by the Toymaker in fact are also destroyed, allowing the dolls to die a peaceful death.

The players have indeed escaped the Toymaker's universe and find themselves once again travelling in space heading towards other adventures. The Game Master should be sure to give the players a feeling of overwhelming success. They have truly accomplished almost the impossible in beating the Toymaker.

NPC INFORMATION

This is a listing of all the Non-Player Characters (NPCs) found in this adventure module. These are the characters that the Game Master would control and determine the actions of during the adventure (unless the particular player group somehow decides to play these characters). Each NPC has a listing of various information about them that is included in their description.

The opening category gives the characters proper name with a common or nickname in quotation marks. All titles are included as well. After the name in parentheses is the characters sex with (M) meaning a male and (F) denoting a female character. Following this, the number of hitpoints that the character has is given in brackets. Underneath that line is the character's occupation or function within the adventure. This is followed by their planet or country of origin as well as the time that they come from.

The category of SKILLS gives a character's schooled skill or natural ability in certain areas. The number given is the percentage chance that the NPC has to successfully use the skill - *as long as the given adventure's*

text does not call for a specific chance of success for someone with that skill or ability. If within the text of the adventure itself a certain percentage chance of success (for someone with a given skill) is called for, use the number within the adventure text as the odds for success. The percentage chance of success in the text has already been adjusted for the difficulty of the task at hand.

The numbers in the NPC INFORMATION category are used as defaults for the skills that might be used by the NPC during the course of the adventure. One should remember that these numbers are all given as a percentage so that they may be converted into whichever role-playing game system one is using.

The category of INFO gives the characters background description and motivations. The last paragraph of this category gives any information about the character's physical appearance if it is important.

The category of EQUIPMENT lists the items which the character will have on them at any given time in the module as long as that item has not been lost, taken, or destroyed. This is the normal equipment that the character is carrying along with them. The characters may of course carry more (or fewer) items if the Game Master wishes, and during the game some other items may be added or lost as the adventure proceeds. The equipment listed is everything that the character may be carrying, and while some find it strange that even undergarments are listed, this is because sometime a character might be captured and imprisoned (or another such situation), and will have only their belongings to rely on for a means of escape. Weapons are listed at the end of the list with an asterisk and in all capital letters. The dice combination in brackets after the weapons listing is how much damage the weapon can do if a hit is successfully made.

A Game Master should remember that not all of the NPCs that are listed here need to be involved or used in the module. The ones that are presented are the most major characters for the given adventure and help round out the background for the personalities involved in this module s plot. The Game Master should feel free to add (or remove) non-player characters as needed to the adventure.

----- PEOPLE IN THE CELESTIAL TOYMAKER'S UNIVERSE -----

-The Celestial Toymaker (M) [oo H.P.]
Creator of this Universe - Unknown space and time

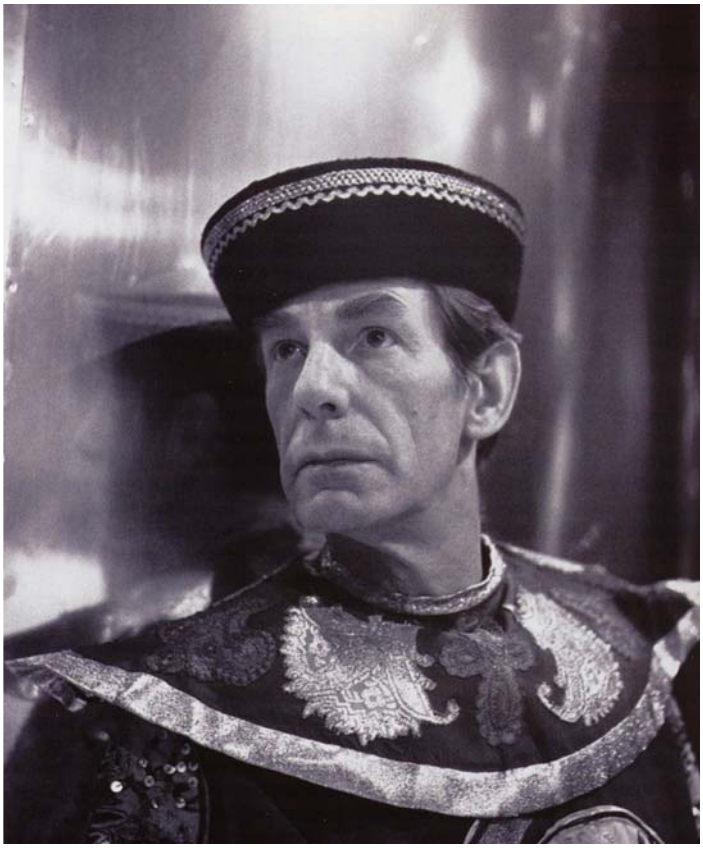
SKILLS:

Gaming:	[90% chance]
History:	[50% chance]
Leadership:	[90% chance]
Negotiation/Diplomacy:	[60% chance]
Small Unit Tactics:	[80% chance]
Strategic Tactics:	[80% chance]

INFO:

The Celestial Toymaker is light skinned mandarin man who wears a bejeweled blue robe and hat. He is not harmed by regular weapons and his power comes from the fact that he controls the physical laws of physics and rules that exist within his own universe.

His aim is simply to enjoy himself and toy with those sentient beings that somehow stumble into his universe. He will challenge people in games



so as to keep them in his universe for his own personal entertainment. He is also very untrustworthy and will affect the game's rules to his own advantage.

The Toymaker has control over his universe and by simply wishing so he can make a person disappear, entrap them, and even if he so desires harm them (though he does not view this as sporting). He can also attack players using an mind energy attack. Likewise he has the ability to turn any attack on him back at the player who tries to do so, thus if a player, for example, successfully shoots and hits the Toymaker the blow will be returned to them and do the full damage to the attacker.

The Celestial Toymaker is of an undetermined age though it appears that he has the knowledge of thousands of years. He is immortal but if he loses the final game, his universe is destroyed and he must build a new one.

EQUIPMENT:
blue mandarin robe
blue mandarin hat
black boots

*MIND-ENERGY BLAST [5-60 (1D12x5) H.P.] of DAMAGE] (If using the FASA _Doctor Who_ Role-Playing Game use the A-LEVEL (energy weapon) chart). He has an [80% chance] to hit using this weapon.

-Barbie the Fashion Doll (F) [60 H.P.]
Doll in the Board Game - unknown space and time

SKILLS:

Basketball:	[75% chance]
Business:	[40% chance]
Computer Use:	[20% chance]
Economics:	[35% chance]
English Language:	[20% chance]
Fashion Design:	[30% chance]
Fashion Knowledge:	[50% chance]
Hair Styling/Design:	[30% chance]
Negotiation/Diplomacy:	[50% chance]

INFO:

Barbie the Fashion Doll is female and looks almost exactly like a Caucasian Barbie doll. The doll has human qualities and looks like a real person who is extremely beautiful without a single blemish or mark. Oddly though, her proportions are not even close to human with an oversized bust and an overly thin waist--a result of the conversion to doll form by the Toymaker. She is wearing a flashy off-white yellowish off-the-shoulder evening gown with many sequins.

Barbie was in fact a promising fashion model, named Tracy O'Handerberg, on the planet

Earth (from the United States, but who lived in Australia with her parents for many years gaining an accent). In the year 1999CE the airplane that she was travelling in crashed, due to mechanical failure, into the Atlantic Ocean (in an area sometimes referred to as the Bermuda Triangle). As she was exhausted from trying to stay afloat for nearly half an hour, she slowly sank in the water and found herself in the Toymaker's universe. He challenged her to a contest of the basketball game "horse." Tracy, a former college basketball player, was winning until on the last letter the Toymaker made the basketball hoop invisible and she could not make the final shot. In turn she lost the game and was forced to become a doll in the Toymaker's universe.

Some of Tracy's fondest memories are of her family and the home that they used to share out in the country. She especially has fond memories of her father who passed away while she was in high school. A very kind hearted person, her favorite time of year is Christmas when the whole family would be together for their celebrations.

She went to school to get a degree in Business, and also played on her university's basketball team. She later helped coach basketball, even after she became a famous fashion model. She was well traveled especially enjoying the orient and Japan which she had visited.

EQUIPMENT:

white bikini briefs
white lace bra
white stockings
white sequined evening dress
white satin heeled shoes
gold necklace
gold earrings

-Joe the Soldier Doll (M) [60 H.P.]
Creator of this Universe - Unknown space and time

SKILLS:

Biology:	[30% chance]
Computer Use:	[10% chance]
History:	[10% chance]
Leadership:	[20% chance]
Negotiation/Diplomacy:	[30% chance]
Physics:	[30% chance]
Pistol Use:	[20% chance]
Rifle Use:	[65% chance]
Small Unit Tactics:	[30% chance]
Stealth/Concealment:	[45% chance]

INFO:

Joe the Military Doll is male and looks like a human-sized replica of the Caucasian Action Man-style G.I. Joe action figure. He is dressed in olive green military fatigues and sports a stubbled beard. Joe was in fact a young officer cadet named Steven Marconi, from the planet Earth (from the United States). In 1986CE, the cadet was a member of his university's Army Reserve Officer Training Corps (ROTC) detachment when he went to the nearby military installation for regular training. While on patrol at the fort, he became lost in the woods and accidentally fell off a steep embankment. On the edge of death, Steven found himself in the Toymaker's universe. Challenged to a competition of skill in rifle shooting, Steven expected to win the match having been a competitive shooter. However, just before the shot on the last target of the competition, the Toymaker increased the wind and Steven's bullet failed to hit the mark.

Steven's fondest memories are of his friends whom he considers like family. He also cared deeply for his parents who treated and raised him well. He attended his local university where he studied science at the same time he trained for military service.

EQUIPMENT:
white underwear
olive green socks
brown t-shirt
olive green fatigue pants
olive green fatigue blouse
black combat boots
dog tags on chain
green pistol belt
black pistol holster
.45 CAL M-1911A1 PISTOL [8D6 DAMAGE]

-Paula the Ballerina (F) [60 H.P.]
Doll in the Card Game - unknown space and time

SKILLS:

Ballet:	[75% chance]
Computer Use:	[30% chance]
Dance:	[65% chance]
Fashion Design:	[30% chance]
Hair Styling/Design:	[30% chance]
Modern Dance:	[50% chance]
Negotiation/Diplomacy:	[45% chance]
Tap Dance:	[50% chance]
Teaching:	[30% chance]

INFO:
Paula the Ballerina is a female doll dressed in the white and european pink tutu of the stereotypical

ballerina. She wears pink tights and also pink ballet pointe shoes. Her skin is pale and she has a very diminutive and slim figure.

Paula Stanford was a beautiful and talented up and coming ballerina on the planet Earth (in the United States). A member of the Corps de Ballet of the Milwaukee Ballet she found herself wishing to be in the spotlight. Having already been a soloist once or twice she longed to be promoted to full status as a Soloist and soon after become a Principal dancer. In 1998CE after remaining at the Marcus Center for the Performing Arts theater after one of the dress rehearsals for the ballet "Carmina Burana," she danced until she reached the point of total exhaustion. She awoke in the Toymaker's domain. The Toymaker challenged her to dance the 64 pirouette sequence from "Swan Lake," promising to return her to her proper time and place and give her the position as a Principal dancer if she succeeded. However, as always the crafty rules changer, on Paula's 60th turn he changed the stage surface to ice causing her to fall. Since then, Paula has been a doll in the Celestial Toymaker's universe.

Paula's most vivid memories are of her professional dancing days. Impassioned with the desire to perform these moments on the stage were quite precious to her. She also has wonderful memories of her family and friends.

EQUIPMENT:
white bikini briefs
European pink tights
white and European pink tutu costume
European pink ballet pointe shoes

-Martin the Astronaut (M) [60 H.P.]
Doll in the Card Game - unknown space and time

SKILLS:

Astronautics:	[55% chance]
Communications:	[30% chance]
Computer Use:	[40% chance]
Mathematics:	[35% chance]
Negotiation/Diplomacy:	[50% chance]
Physics:	[40% chance]
Space Vehicle Use:	[40% chance]

INFO:

Martin the Astronaut is a doll dressed in the white spacesuit of a space shuttle astronaut. He wears a cap with a radio boom in it that was once used for communications.

Martin Popsil, from the planet Earth (Czech Republic), was an astronaut that was training as the backup astronaut for a space shuttle mission in the year 2002CE. When the mission went as planned, Martin did not have the chance to get into outer space as he had hoped. While up late computer programming as he usually did, there was a power surge that might have left him for dead. Instead he awoke in the Toymaker's domain. Martin accepted the challenge of the Toymaker to program a computer to run and play a complex video game within two hours. With only fifteen minutes left in the challenge, the Toymaker caused Martin's monitor screen to go blank. Without being able to use the monitor for

feedback for his programming code, Martin's program did not work properly and he was doomed to be a part of the Celestial Toyroom.

Martin's fondest memories are of his home country of the Czech Republic, and of the small village that he came from. He also has wonderful memories of college at the Czech Technical University in Prague and also the time when he went to study at a university in America and of the friends he had there.

EQUIPMENT:
white briefs
white t-shirt
white socks
light blue space jumpsuit
light blue space cap
white spacesuit
space gloves
space boots

-Jerry the Cowboy (M) [60 H.P.]
Doll in the Card Game - unknown space and time

SKILLS:

Animals (as Vehicles) Use:	[50% chance]
Construction:	[45% chance]
Ground Vehicles Use:	[45% chance]
Mechanical Engineering:	[15% chance]
Negotiation/Diplomacy:	[30% chance]
Pistols:	[35% chance]
Thrown Weapons:	[50% chance]

INFO:

Jerry the Cowboy is a tall male doll dressed in a brown jacket, and wearing blue jeans. Over the jeans he wears a set of leather chaps that are fringed and on his head he sports a brown cowboy hat. He also wears a leather pistol belt as well.

Jerry Cruiser was a cowboy from the planet Earth (United States) who worked in a travelling cowboy show in 1894CE and was with the show when it travelled to England to perform for the Royal Family. After the show which was critically acclaimed, Jerry went for a walk. On his walk in the thick London fog he befriended a mysterious Chinese Mandarin who made a bet with him that Jerry could not lasso horse on the empty London street. When Jerry tried it turned out that somehow the Mandarin had tricked his eyes and the horse he believed he was lassoing was in fact only a gas lamp post. Since then Jerry has been in the Toymaker's domain.

Jerry's favorite memories are of when he worked with Buffalo Bill in a show. He also befriended Annie Oakley, the famous female cowboy performer. His favorite memories are of the nature in the wild West, with memories of Utah and its golden red environment being very pleasing to him.

EQUIPMENT:
white boxers
blue t-shirt
black socks
blue jeans
brown leather chaps
brown cowboy jacket

brown cowboy hat
brown cowboy boots with silver tips and silver spurs
brown leather pistol belt.
lasso rope
.45 CAL. COLT PEACEMAKER REVOLVER PISTOL [6D6 DAMAGE]

NPC COUNTER

This is a listing of all the Non-Player Characters in the adventure so that the Game Master may have an easier time of keeping track of all the characters. The circle to the left of the NPC's name is included so that the Game Master can check off the NPC if he or she is killed. The numbers next to the circles are the number of hitpoints the NPC has. In the case of the symbol [oo] this stands for the infinity symbol which ordinarily looks like a figure eight on its side. This is used in the case of the Toymaker who is immortal and cannot be killed in an ordinary fashion and will be alive at the end of the adventure, though his universe is destroyed if the players beat the Trilogometric Game.

MAIN NON-PLAYER CHARACTERS

ALIVE/DEAD -------	NPC ----------	NOTES----------
o oo HP	-- The Celestial Toymaker	-- Creator of this universe
o 60 HP	-- Barbie the Fashion Doll	-- Doll in the board game
o 60 HP	-- Joe the Soldier Doll	-- Doll in the board game
o 60 HP	-- Paula the Ballerina Doll	-- Doll in the card game
o 60 HP	-- Martin the Astronaut Doll	-- Doll in the card game
o 60 HP	-- Jerry the Cowboy Doll	-- Doll in the card game

COMMENTS ON THE ADVENTURE

This is not a typical adventure in the sense that the players do not have the option to hack and slash their way out of any danger. The fact that the Celestial Toymaker cannot be outrightly destroyed may also bother a number of the players. The Game Master should be sure to let the players discover that simply escaping from the Toymaker is a victory in itself, and that challenging the Celestial Toymaker in an all or nothing contest will allow them to destroy his universe even if it does not bring about his own destruction and he may create a new universe after another thousand years of work.

What really makes this adventure the most fun is the opening of the adventure. While the text of this module does not seem to give much guidance in this regard, this is because of how open the past adventure experiences of the players might be. The Game Master should be sure to have the players relive a past adventure and make it come to life with many of the exact same situations that they have already experienced. The Game Master must be sure to immerse the players in this past adventure experience for at least an hour or longer of real playing time. What makes this part the most effective is when the serious twist is applied to

their experiences which did not happen the first time. It is then that the players will realize that not everything is as it seems.

Once the players realize that they are in the Toymaker's universe and they must face one of the four games, the adventure shifts gears. In this part of the adventure the players must use their own personal problem solving, game playing, or simple luck abilities to overcome the Toymaker's trials. The players should (if they play the card or board game) interact with the Toymaker's dolls. It should be a surprising and somewhat chilling or shocking as the players learn that the dolls were once people like themselves and that if things do not go the right way, they themselves may suffer the same fate. Still, it is up to the players themselves to do well in these games. (The games can be fun on their own as well outside of this adventure module as well.) This part of the adventure is interesting as the players, for the most part, cannot rely on their character's abilities but must use their own wits to continue the adventure. Strong players who solve the riddles may end the adventure here having had a close call in the Celestial Toyroom but never having to have met the Toymaker. This is truly the preferred ending of the adventure if the players can manage it. However, if any players fail in their game, they will end up meeting the master of the universe they are in.

The next part of the adventure features the players meeting the Celestial Toymaker. The mandarin should be a powerful being most interested in enjoying himself. Likewise, the Toymaker is not afraid to change the rules of a game if it suits him (unless a specific rule has been agreed upon ahead of time). Players, if they have access to the existing episode of "The Celestial Toymaker (Episode 4-'The Final Test')" [BBC Serial Code-Y] , should watch it and get a feeling for how the Toymaker acts. The meeting with the Toymaker should allow the players to see the gravity of their situation and that if they do not lose their characters can be permanently killed. The Toymaker will challenge them to a game called the Trilogometric Game (This is not the same game as the Trilogic Game

that the Doctor originally played against the Toymaker, but is such named that player familiar with the show are possibly thrown off expecting the same game, and also because the name in fact fits this game).

Intelligent players will ask the Toymaker for certain things before the game starts, such as a pen and paper (if their characters do not possess it already) before they begin to try to plot out their moves. The Toymaker will concede such items if the players insist that they will not play unless they are granted such wishes. Another request the Toymaker would indeed grant is if there is more than one player who must undergo his final test, that each of them should get a chance to solve the Trilogometric Game, and if any of them succeed they all go free. Still, the Game Master should keep the Toymaker's granting of such wishes reasonable.

The climax of the adventure is when the players play the Trilogometric Game. This game can be difficult and is played in real time. Thus, I have provided the solutions for playing the game with either 10 peg holes or 15 peg holes for difficulty. The Game Master should select the version of the game that they believe most appropriate to the problem solving abilities for his or her group of players. The Game Master should also realize that seeing the solution makes it look much easier than it actually is to solve the game. There should be tension as the game is played with the Toymaker definitely taunting and challenging the players as they try to think. If a player complains, have the Toymaker take away his voice. After all this is the Toymaker's universe and he controls the environment. This is not supposed to be easy for the players and if they don't think this is fair, be sure to show them this line of text.

The adventure should hopefully finish with the players defeating the Toymaker in the Trilogometric Game. With the victory they are able to leave and the Toymaker prepares, his universe exploding as the TARDIS dematerializes. Players should realize that they have truly succeeded in winning a difficult battle if they leave alive. They should be quite proud. If a player (or the whole group) fails, they are indeed lost and doomed to become dolls in the Toyroom forever. Their conversion into dolls should slowly happen as they notice their skin hardening and their inability to control their own bodies. They have indeed paid the price of failure with their lives.

As for the Toymaker's future, who knows…

ALTERNATE/ADDITIONAL ADVENTURES

This adventure can be modified by the Game Master for the needs of his or her campaign. However, this scenario can be presented in numerous variations. Here are some favorites (all of these have been playtested):

-TIME AFTER TIME:

This is a good sequel adventure to this one. The adventure starts with the players landing in the Celestial Toymaker's universe and they experience reliving their first adventure to the Toyroom again. Suddenly it goes wrong and different! The players have in fact landed in the Celestial Toyroom again, looked into the Toymaker's memory window and are reliving their first visit to the Toymaker's domain. The players must once again snap out of it, endure the tests and to try to escape. This adventure is sure to induce more than one instance of deja' vu.

-THE GREAT ESCAPE:

The players land and experience the adventure in the same way as is initially described. This time, one of the Toymaker's dolls tries to convince the players to play an extra game which will allow the doll to go free and be rescued from the Celestial Toyroom. If the player loses the game they are still doomed to face the Toymaker. But if the player wins, things actually get worse, and they have a [35% chance] to realize that they themselves are turning into the doll which must replace the one who intends to leave. The players have a [50% chance] to try and talk the doll into playing a game again and if it wins be able to swap places once

again. This adventure will only work in a scenario where the Game Master can present the NPC of the doll in a vulnerable yet secretive light and also present the doll as being naive. This is so that it is believable if the player convinces the doll to compete in a game to once again be free. This adventure will work best if the Game Master can evoke emotion in the players and have them harbor a sense of regret in the fact that they cannot actually save any of the Toymaker's dolls from their fate.

-THE CANTONESE CONTINUUM:

In this scenario, the Toymaker is already present when the players arrive, and they do not encounter the memory window. In this twist on the meeting, the Toymaker challenges the players to lose all the games rather than win them. The adventure plays out the same way, with but with the players having to lose to be free. This is also a good sequel adventure.

SELECT BIBLIOGRAPHY

There is a *Doctor Who* story and related information sources which give some background or information on the Celestial Toymaker and his universe used in this given adventure module. It is suggested that one watch what they can of the story or read the novelization to familiarize oneself with references used in this adventure. Other information sources the author drew on are also listed.

--AUDIO RECORDINGS--

"The Celestial Toymaker," Doctor Who, 1966, recorded from the television broadcast, two audio cassettes in the possession of the author.

--BOOKS--

Gerry Davis and Alison Bingeman, Doctor Who-The Celestial Toymaker, (London: Target, 1986). [Novelization of televised story]

Graham Williams, Doctor Who-The Nightmare Fair, (London: Target, 1989). [Novelization of a script written in 1985 but never produced for the start of Season 23 when the show went on hiatus (and is thus non-canonical). The story featured the return of the Celestial Toymaker, though it featured him using technology and the help of humans rather than having him control his own universe entirely.]

--GAMES--

Mindtrap, (New York: Pressman Toy, 1996).

--VIDEO RECORDINGS (CANONICAL)--

Doctor Who: The Hartnell Years, (Los Angeles: CBS/Fox, 1991), NTSC video cassette. [Contains "The Celestial Toymaker (Episode 4-'The Final Test')"]

Doctor Who: Lost In Time—Collection of Rare Episodes, (Burbank, CA: Warner Home Video, 2004), 3-Disc DVD Video (Region 1). [Contains “The Celestial Toymaker (Episode 4-’The Final Test’)”]

CANONICITY ISSUES

While most of the elements used in this adventure adhere to strict Doctor Who canon, some elements of the narrative are speculation and assumption. An example of this is that in the serial “The Celestial Toymaker” [BBC Serial Code-Y] the Toymaker's memory window is a screen that Steven sees his past adventures on. Steven sees the events on the screen rather than experiences them as in this adventure. However, the true nature of Steven's experience from his point of view is not explained. Also, the games and riddles here were never used in the serial itself but these are new ones included for the adventure here. There are other examples as well.

It is inevitable that some liberties must be taken to create a piece of fiction in the *Doctor Who* Universe. However, it must be clear to people using this adventure that not everything included is strictly true" to the *Doctor Who* television show. Every effort has been made to use canonical information and interpretation in the creation of this adventure module so that it does not conflict with existing continuity.

HISTORY OF THE ADVENTURE--SUPPLEMENTAL INFORMATION

The main plot behind this story was created by me in mid-1998 after I listened to an audio recording of the complete serial "The Celestial Toymaker" [BBC Serial Code-Y]. In the story Steven looks into a screen that the Celestial Toymaker calls his "memory window." Dodo does not see the screen and the Doctor warns Steven that the "screen is hypnotic (and) it's trying to dominate your mind." The Doctor is able to break Steven's spell of looking at the screen and then warns him that it is a trap. While the screen's effect on Steven is never explicitly explained, Steven seemed to believe he was reliving or perhaps observing the events he had previously experienced. This gave me the idea to use the memory window as a catalyst for an adventure. In previous adventures in my on-going *Doctor Who* role-playing campaign I have had the players relive the past for one reason or another. Such an adventure is quite nostalgic and allows the players to relive some of the best or most interesting moments in their party's history. Adventures such as these are well received and also quite interesting as the players try to sort out what is actually happening. My writing out this adventure for inclusion on the website was to find a canonical framework for a Game Master to be able to run such an adventure. The mysterious nature of the Celestial Toymaker and the fact that he is such an interesting character that not many *Doctor Who* gamers know much about has prompted me to use him for this adventure. The Celestial Toymaker presents a perfect bridge between the real universe the players know and a world where everything becomes a game. In this adventure, through games, riddles and mindbenders, players will find their wits matched in ways that they are usually not tested within a role-playing game.

CREDITS/THANKS

This adventures owes a great deal of thanks to all the players who have play tested and played this adventure.

I would also like to thank the many groups of players who have played the game over the years: The Dubberz, the TARDIS Crew, my players from Adventure Games Plus, the members of MSOE's MAGE (Time Engineers) club [especially Mike McCarty, Jason Van Buren, April Harazin, Seth Chmelik, Pete Jensen, and Alicia Callahan], and the players at the various game and science fiction conventions over the years. A specific thanks goes out to those who have helped me with all my other role-playing, *Doctor Who*, and web projects (especially Z1R0). I would also like to thank everyone involved in the Earthbound TimeLords and all my friends in the Office of Enrollment Management at MSOE (Tracy, Tim, Dan, Mike, Amanda, Michelle, Rina, Nicole, Maggie, Paul, Jean, Jan, Amy, Kelley, Rebecca, Helen, Ron, Kyle, Murray, Georgie, Pat, as well as Colette and Denise).

Special thanks to Brandon Burke for giving me the proper rules to the game "Toymaker's Trump" which is often also known as "Piles" (because the game is most often played using piles of coins). Another special thank you to Eric Fettig who came up with the idea to use what I have called "the Trilogometric Game" as the final test in this adventure module. Also a special thanks to Paul Watson (aka. Brigadier P. Maxwell-Lennon) for his help in my own research of Doctor Who role-playing games and motivating me to finish this adventure.

Also, thanks to *you* for showing interest in *Doctor Who* and role-playing.

This adventure module is designed to be run with any Doctor Who role-playing game system. It was made in a generic fashion so if may be adopted to any game system the Game Master desires.

This is the third in the 'Doctor Who Classics' line of RPG modules. Other adventures include:

Doctor Who Classics #1 - (EBTL-01) - Timetrap
Doctor Who Classics #2 - (EBTL-02) - Keep the Piece
Doctor Who Classics #4 - (EBTL-04) - The Curse of the Amaorian Sector

DOCTOR · WHO

The Earthbound TimeLords

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